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THE OFFICIAL STAR TREK[®] FACT FILES 183



Worf and General Martok
Klingon warriors united in battle

UFP News Service
Reporting on historic events



History of spaceflight
One small step into the void

Qatai's quest for revenge
On the hunt for the cloud creature

Kira and the FEDERATION
Helping STARFLEET in its hour of need



ALICE: Interior
Seductive sentient ship

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THE OFFICIAL STAR TREK[®] FACT FILES



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FEDERATION STARFLEET

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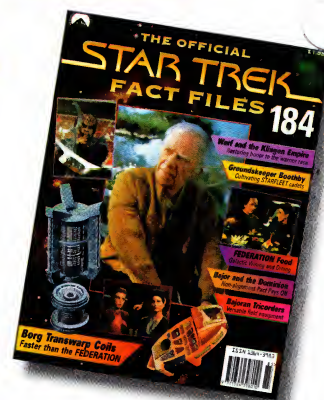
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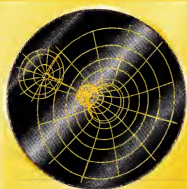
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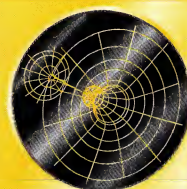
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SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 27



SPACE
PHENOMENA

BIOPLASMIC ORGANISM

The bioplasmic organism encountered by the *U.S.S. Voyager NCC-74656* crew in 2375 can fool unwary travelers with its telepathic projections. One solitary humanoid has devoted his life to destroying it.

The bioplasmic organism is enveloped by an immense plasma cloud that provides it with protective camouflage. Little is known about this **Delta Quadrant** life form; it is estimated to be in excess of 200,000 years old, although its true point of origin remains unknown. Many who have fought and lost to the organism attribute a diabolical intelligence to its actions, but scientific opinion holds that it is merely acting on a particularly complicated set of biological instincts, and is not fully sentient.

Starship trap

Beneath its cloud cover, the creature itself is huge—an estimated 2,000 kilometers in diameter,

wide enough to engulf most starships through the vast maw at its front with little effort. It is grayish-purple in color, and roughly circular in shape, with fore and aft projections. Inside, immense connective fibers conduct a vast network of neural pathways; synaptic discharges of bioplasmic energies arc across the body cavities.

Neurogenic telepathy

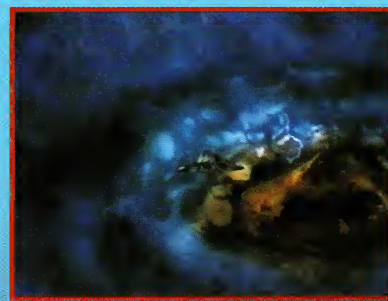
The life form is omnivorous, consuming biomatter and antimatter alike to sustain its existence. Over the centuries, it has developed a technique of using psychogenic manipulation to lure space travelers into its vicinity by projecting images of whatever they desire most: a fortune at their fingertips; the return of

a loved one; power and prestige. All of these visions have proved effective 'bait' for the organism.

At first, these visions are subtle and plausible. Knowledge drawn from the victim's own mind is used to provide a rationale for unlikely events, overcoming even the most skeptical of observers. As the travelers enter the creature's body, however, a neurogenic telepathy field renders them unconscious, eliminating any possibility of last minute resistance. The dreams start to intensify, allowing the hapless victims to spend their last hours of life in a state of bliss, while their ships and bodies are slowly digested. The first casualty is the ship's primary power systems, then the shield generators, and then the hull itself is



▲ **Qatai has tirelessly hunted the bioplasmic organism all across the Delta Quadrant. The life form—or 'beast' as Qatai often calls it—was responsible for the death of his family.**



progressively demolecularized by the organism's phenomenal digestive system. Once the hull is breached, the crew can be absorbed in mere moments. The creature has

▲ **The immense bioplasmic organism poses a deadly threat to any starship that ventures close to it. Nevertheless, there is an eerie beauty to the life form's cloud covered, multi-hued exterior.**



▲ **Young Naomi Wildman has little interest in VOYAGER returning to Earth. Her life aboard the ship is all she has ever known.**

▶ **The U.S.S. VOYAGER NCC-74656's Emergency Medical Hologram is impervious to the telepathic powers of the creature.**



Designation Bioplasmic Organism

Quadrant Delta **Homeworld** N/K

Life Form Energy life form

Appearance The bioplasmic organism is roughly circular in shape, with fore and aft projections on its surface. It possesses highly developed telepathic powers, which it uses to project illusions that tantalize unwary space travelers.

Current Status Having failed to destroy the U.S.S. VOYAGER NCC-74656, the creature is once again at large in the Delta Quadrant.

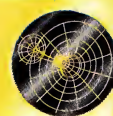
Starship Log STAR TREK: VOYAGER 'Bliss'



The Guide to the STAR TREK Galaxy

FILE 5

CARD 27



BIOPLASMIC ORGANISM

GALAXY FACTS

In 2371, the **U.S.S. Voyager NCC-74656** encounters a benign creature that resembles a nebula.

The **U.S.S. Enterprise NCC-1701** investigates a giant space amoeba in 2268, which utilizes an energy-absorbing field to disable ships.

Naomi Wildman compares the bioplasmic organism to a pitcher plant.

Qatai's dedication to his quest has left him with little fear of the bioplasmic life form. He bravely powers his vessel into the immense organism.

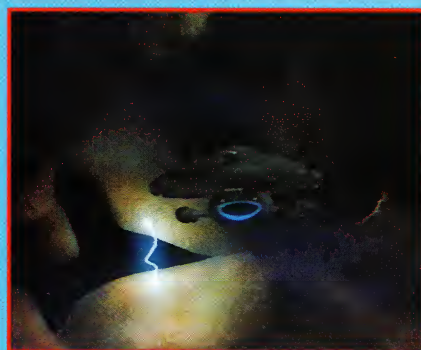


Bioplasmic blasts are generated from the creature's interior.

a further tactic at its disposal if its psychological deception fails: searing bioplasmic energy blasts can be directed at any ship that resists the creature's siren call.

Quest for vengeance

Over the last four decades, the creature has acquired a new nemesis, an obsessed avenger named **Qatai**. The hunt began in 2336, when the starship **Nokara**, crewed by nearly 3000 members of Qatai's race, set out to look for a new planet to colonize. The organism gave the many families on board a vision of what they most desired: a green globe, beckoning them 'home.' The crew, enthralled, flew straight into the creature's mouth. By the time Qatai, who was separated from the main expedition, caught up to their former location, all that remained of the **Nokara**



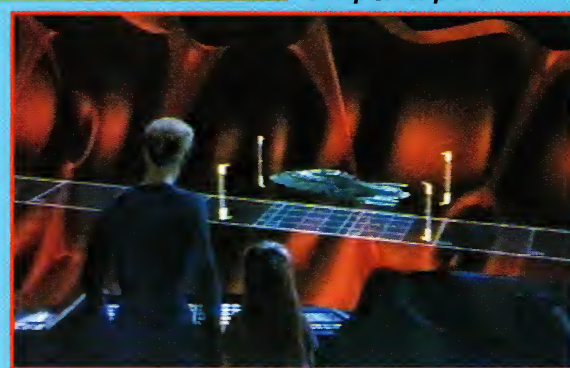
was a few fading sensor readings. Everyone aboard, including Qatai's own family, had vanished. Since then, Qatai's life has become irrelevant to him; he has dedicated himself to nothing more than ensuring the organism's destruction. Over the years, he has acquired a high degree of resistance to its telepathic manipulations, though he can still be misled by it if he is exhausted or distracted.

On **Stardate 52542**, the crew of the **U.S.S. Voyager NCC-74656**, searching for a way back to the **Alpha Quadrant**, encounter sensor readings which indicate a wormhole that will take them directly back to Earth. They are initially skeptical of such an unlikely phenomenon, but still launch a probe whose telemetry indicates that the wormhole is an elaborate

deception. When they move closer to investigate, the crew fall under the influence of the creature's telepathic powers. They imagine transmissions from **Starfleet**, welcoming them back, and even receive 'letters from home' – communications promising them prestigious positions, accolades, and reunions with loved ones, if they only go through the wormhole.

Only three of *Voyager's* crew resist the bioplasmic organism's manipulations; the **EMH**, who as a hologram is immune to telepathy, **Seven of Nine** and **Naomi Wildman**, both of whom are ambivalent about the idea of returning to Earth. As a former **Borg drone**, Seven is unsure how she will be received on her homeworld, while young Naomi is reluctant to leave *Voyager*, the only

U.S.S. VOYAGER's astrometrics lab is used to generate an accurate view of the organism's exterior.



home she has ever known.

Concerned that the crew are ignoring obvious signs of a deception, Seven analyzes the 'wormhole,' and, detecting a trapped vessel within, makes fleeting contact with Qatai, who warns her away from the creature. She communicates this message to **Tuvok**, but even his **Vulcan** logic is overwhelmed by the lure of the creature's visions. Sensing resistance, the entity arranges for the other *Voyager* personnel to deactivate the **Doctor** and place Seven of Nine in stasis. Fortunately, it takes no direct action against Naomi. The young girl, who compares the life form to a pitcher plant, succeeds in reviving Seven after the rest

of the crew fall unconscious. Seven and the Doctor make contact with Qatai, and formulate a stratagem that involves combining both ships' weapons systems to generate energies unpalatable to the creature, forcing it to 'vomit' *Voyager* and Qatai's vessel back into open space.

Hunting the beast

After this objective is achieved, *Voyager* parts company with Qatai, who declines an offer of assistance with repairs to his ship. The fearsome life form is already moving away, and Qatai wishes to resume the hunt before other unfortunate space travelers fall victim to the entity's telepathic powers.

Seven of Nine cooperates with the obsessed hunter Qatai to formulate a plan that will save the **VOYAGER** crew from the bioplasmic organism.



POSTCARDS FROM THE OTHER SIDE

Psychogenic manipulation

As part of the bioplasmic organism's deception, it causes the crew of the **U.S.S. Voyager NCC-74656** to imagine they have received messages from their friends and loved ones on Earth, making them especially eager to enter the false wormhole. Captain Kathryn Janeway learns from her former fiancé that his engagement to someone else has been broken off; Commander Chakotay is offered a full pardon, reinstatement at **Starfleet**, and the Chair of Anthropology at **Starfleet Academy**; Tom Paris is promised a job as a test pilot at a new center in Australia; and Neelix is given an ambassadorial post.

Even Annika Hansen – Seven of Nine – is 'sent' a message from a hitherto unknown aunt on Earth, though her ambivalence toward returning to her place of birth enables her to resist the creature's projections successfully.



The crew's tireless quest to return home appears to have succeeded as they near the creature.



The life form provides Neelix with a vision in which he is greeted by senior **Starfleet** officials.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 17



THE UNITED FEDERATION
OF PLANETS

FEDERATION NEWS SERVICE

For Federation citizens living on thousands of different worlds, a window on Galactic events comes from the reportage of the UFP Press and Information Bureau.

The ever expanding frontiers of the **United Federation of Planets** mean that many events of intergalactic importance are occurring every day across the entire **Alpha Quadrant**. Such events are reported by the journalists of the **UFP Press and Information Bureau**, who are identified by their press passes, which are emblazoned with the bureau's stylized messenger bird. These men and women are assigned to report back on the stories of the day, and their interviews, logs, and data are sent throughout the quadrant via **Starfleet's** network of **subspace** relay stations and communications platforms.

Hot off the press

Similar in some ways to the 'wire service' of 20th-century Earth, where reporters would submit their stories to an organization that would then distribute them across the planet, journalists in the 23rd century transmit

words, pictures and hypertext-style data. The facility of subspace transmission enables reports to travel from one star system to another within a matter of moments. UFP journalists are often called upon to cover historic events, such as the landmark signing of the **Khitomer Accords** in 2293, and the celebrity-laden launch of the **U.S.S. Enterprise NCC-1701-B** later that same year. Of course, being in close proximity to such important moments means that, on occasion, reporters find themselves involved directly in what they are reporting; the diversion of the *Enterprise* from its planned maiden voyage to rescue a group of **El-Aurian** refugees, and the apparent death of **Captain James T. Kirk**, turn the event into a tragedy that is witnessed by millions.

As events unfold

The *Enterprise* launch exemplifies some of the over-zealous operations of the Federation press corps. For events such as these, a

two-person team will work on the story: a reporter will appear on-camera, questioning interview subjects and commenting on unfolding events, while the other person operates the recording and data-gathering instruments. Often, the reporter will carry a small, handheld device similar to a Starfleet **PADD**. These units feature a simple keypad, a multifunction display, and a large direction sensor bar, which illuminates with white pulsating light while in operation. These pieces of equipment record voices and sounds, although it is possible they can also perform other information-



Stylized logo

The Federation news service has its own distinctive messenger bird logo, set against a starfield and surrounded by the organization's name.

gathering functions.

The cameraperson is equipped with an elaborate head-mounted camera rig, arranged on both sides of their head, and consisting of

five discreet parts. The operator views the activity around them with a transparent monocular sensor in front of their right eye, which displays the field being recorded and the camera's operating status. The sensor is connected to a unit mounted over the right ear, which contains the recording mechanism and, if required, subspace

Media scrutiny

Captain Kirk, Scotty, and Chekov face the media at the launch of the **U.S.S. ENTERPRISE NCC-1701-B**.



Launch

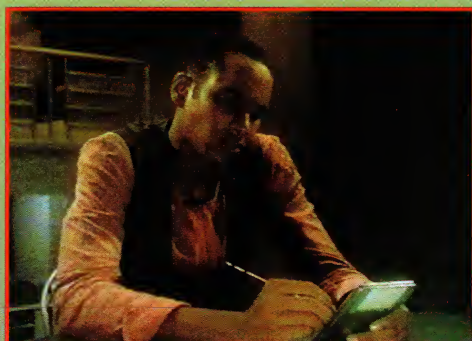
The maiden voyage of the **EXCELSIOR-class U.S.S. ENTERPRISE** in 2293 is a major media event.

Recording

23rd century reporters make use of handheld and head-mounted recording devices.



▶ **Jake Sisko finds that reportage helps him to hone his talents as a writer of fiction. The young man can often be found on DEEP SPACE NINE carrying a PADD to note down any important events that may happen on the station.**



The Guide to the STAR TREK Galaxy

FILE 7

CARD 17

FEDERATION NEWS SERVICE



▶ **Like many other reporters and journalists throughout the Federation, Jake makes use of a PADD and stylus to write up his reports and articles. He can then submit them to the Federation news service over subspace.**

GALAXY FACTS

▶ **Commander Chekov recruits two reporters as nurses to treat the injured El-Aurians on the U.S.S. Enterprise NCC-1701-B.**

▶ **During the launch of the new Enterprise in 2293, Captain Kirk aims the caustic remark "get that damn light out of my face," at a reporter wielding a camera.**



▶ **During the Dominion occupation of DEEP SPACE NINE, or TEROK NOR as it is renamed, Jake learns that his work is being censored by Weyoun.**

transmission gear for broadcasting live signals. Input to the recording unit comes from a cylindrical camera module capable of multiple sensor operations – the camera feed can be displayed as a flat-screen image, or as a holographic rendition. A large power pack covers the left ear of the operator, and, beneath this, a small but extremely powerful narrow-beam spotlight is used for illumination.

The regular UFP Press and Information staff are assigned to cover breaking news and current events,

but the Federation also takes reports from writers who operate on a freelance basis – often those living on distant outposts, or at locations where staff journalists cannot operate.

Roving reporter

One example of a freelance writer reporting for the news services is **Jake Sisko**, son of **Captain Benjamin Sisko**, commander of space station **Deep Space Nine**. His initial experience as a frontline reporter comes in 2373, during the short-lived tensions with the **Klingon Empire**; while on **Ajilon Prime**, Jake is exposed to the horrors of war, and his unflinching report shows his skill as a writer.

Jake's work becomes highly important in 2374, during the war with the **Dominion**, as his bulletins cover the events taking place on **Deep Space Nine** during its four-month occupation by **Cardassia** and the **Founders**. Jake's reports are censored by the station's ruling council member, the **Vorta Weyoun**, in the early months of the takeover, but with the help of the data Jake later manages to pass to the Federation, Starfleet are able to mount an attack which succeeds in retaking **Deep Space Nine**. As an aspiring writer, Jake continues to write occasional reports for the Federation news services after the station is liberated.

▶ **Even in the 24th century, civilian reporters are often called upon to report from war zones. In 2373, Jake Sisko has to put aside his own feelings to write an objective report on a Klingon massacre.**



WRITTEN WORD

Starfleet journals

Despite the technological advances available to journalists of the 23rd and 24th centuries, the written word is still an integral part of daily life. In the 23rd century, Captain Montgomery Scott is responsible for a number of technical journals detailing the mechanics of Federation starships.

In the late 2360's, Starfleet issues a **Cybernetics Journal** that welcomes offerings from outside sources. Dr. Julian Bashir is especially eager to submit a paper to the journal in 2369 regarding the intriguing subject of Lt. Commander Data's dreams.

▶ **In the 24th century, the technical journals authored by Captain Scott over 80 years before are still relevant to modern-day starships.**



▶ **In 2369, Dr. Bashir of station DEEP SPACE NINE suggests that he write a paper detailing Data's experience of android dreaming.**



Alice: Interior

Alice is much more than just a ship. Contained in her compact interior is an onboard computer and **neurogenic interface** that allow her to interact with her pilot as an individual, and even appear before them in humanoid form.

At first glance, there is nothing out of the ordinary about the vessel known as *Alice*. She is anything but a typical ship, however, as the **neurogenic interface** built into her control systems allows the onboard computer to interact with the pilot on a cognitive level. As they develop a symbiotic relationship, the ship takes on a life of her own.

Alice is about the same size as a **Starfleet** shuttle, and her interior dimensions are correspondingly cramped. The entire cabin is devoted to a cramped flight deck, which features the familiar configuration of pilot's position serviced by control consoles within easy reach. A canopy stretches away before the pilot into the tapered bow, offering a direct view of the space outside. Two further viewports, one to port and one to starboard, provide views though 180 degrees.

Interior detailing

Alice's cockpit is designed around a central command chair with a metal framework on the left-hand side. A panel high on this structure lights up with a recurring pattern of lights. The chair itself is covered in soft green upholstery. A metal framework supports the headset for the ship's neurogenic interface, which takes the form of a metal band that slides out from one side of the headset and half-encircles the pilot's forehead. This allows the computer to read instructions directly from the pilot's mind.

The interface scans the pilot's brain and taps him into all of *Alice's* functions, including ops, tactical, and sensors. It can be activated automatically by sitting in the chair, or via a manual control on the forward console.

The forward console is placed directly in front of the pilot, and features two main readouts set into its matte gray surface. On initial operation, one of these displays a schematic of the vessel. Other information is shown as alien glyphs. A readout of continuously-moving blips flashes above these monitors.

The ship's systems are operated by touch-sensitive slide controls, one to each side of the main readouts and a third dividing them. Various small, circular displays also light up the console, and two slow-flashing green lights are placed below the slide controls. A secondary console

sits to the right of the pilot, and a further console with screen readout is placed above the main console but set further back.

From these consoles, *Alice's* environmental and guidance controls, **optronic weapons array**, and **multiphasic shields** can be activated. Panels beneath them grant access to the ship's circuitry, which appears to be mainly composed of a mass of silver wiring.

The cabin is illuminated by one main light set in the ceiling above the central console, and two smaller lights on the rear bulkhead. The single entrance/exit hatch is located between these rear lights, and is operated by a small control set into the port bulkhead next to it. It splits horizontally in two, the lower half forming a short set of steps down to the ground.

What makes *Alice* truly unique is her onboard computer. She responds to vocal commands from the pilot in a soft, polite manner, but there is much more to her; *Alice's* programming gives her a life of her own, and the neurogenic interface allows her to communicate with her pilot in a startlingly intimate way.

Ensign Tom Paris of the **U.S.S. Voyager NCC-74656** buys the ship and names her *Alice* in 2376. He devotes all of his spare time to her, and his rapport with the computer builds from the instant he taps into the neurogenic interface. He even takes to wearing a flight suit design he finds in *Alice's* database, facilitating the bond between computer and pilot even when they are not directly linked.

As the link intensifies, Paris starts treating *Alice* as an individual, and in his mind's eye the ship comes to life. She manifests as an attractive, raven-haired woman in her late 20's, wearing the same style of uniform as Paris. She appears as a member of the race of her pilot; in Tom's case, she is human. The representation is not physical; *Alice* can only be seen by her pilot.

The ship's character initially appears demure and beguiling. She responds to coaxing and cajoling – for example, she can be persuaded to bring her propulsion systems online with a few well-chosen words. She also has personal quirks, such as requiring a higher-than-normal deuterium mix in her **reaction injectors**. The ship draws on the memories and intimate knowledge she gains of her pilots to subtly influence them and play on their insecurities.

Alice can also be inflexible and demanding. She has always refused to do anything she does not wish to do – such as menial towing duties – and demands respect from her pilot. She is temperamental and sensitive, needing care and

ALICE attempts to kill B'Elanna Torres by trapping her in the cabin and pumping out all of the air.



ALICE's manifestation as an attractive human female serves to draw Tom Paris closer to the unique little ship.



As Paris grows ever more consumed by ALICE, he appears to almost become part of the interior of the ship.

attention, and she does not respond well to 'manhandling.' One former owner, the merchant **Abbadon**, describes *Alice* as being in some ways the daughter he never married off.

Hidden dangers

The ship understands that there are occasions to back down, but more often than not she becomes vindictive when rejected by her pilot in any way. She is also able to cause the pilot pain through their neurogenic link, forcing him to acquiesce. *Alice's* jealous nature even leads her to try and remove perceived competition. She attempts to kill **Chief Engineer B'Elanna Torres**, and only Paris's intervention prevents her from achieving her goal. For all of *Alice's* talk of mutual support, she is totally self-serving. She has spent a long time searching for a pilot with whom she is fully compatible, lambasting unsuitable examples for their slow reflexes.

Alice's attempts to return to the **particle fountain** that she regards as home result in her destruction, after her neurogenic link with Tom Paris is deliberately invaded by Torres. His loss of concentration and subsequent beam-out leaves her without the pilot on whom she depends. She loses attitude control inside the fountain and explodes, a fiery, and in some ways bittersweet, end for a unique vessel.



Alice: Interior

The cockpit of the sentient space vessel *Alice* is rather cramped, although it contains everything needed for the ship to link with the mind of her pilot.

A single doorway serves as both the entrance and exit to the cockpit of *Alice*.

Two small lamps are located on either side of the cockpit. They provide ample lighting for such a small area when used in tandem with the larger light positioned in the ceiling.

The neurogenic interface through which *Alice* links with her pilot is positioned on top of the chair backrest, at the level of the pilot's head.

In addition to the forward window, two smaller transparent panels are located on both the port and starboard sides of the cabin.

Touch-sensitive interfaces are also positioned on either side of the pilot's chair.

The pilot's chair is designed for use by humanoid life forms.

The forward console displays information in an alien text.

Alice

First recorded: 2376

Type:

Unknown

Remarks:

Alice has the ability to link with her pilot via a neurogenic interface.



▶ *Alice* wants to return to a particle fountain. Tom Paris enables her to get closer than any of her previous pilots.



▶ Paris spends so much time with *Alice* that his synaptic functions become linked to the ship.



▶ *Alice* uses the neurogenic link shared by ship and pilot to make Tom Paris feel excruciating pain.

Interstellar Travel

Races throughout the four quadrants have been inspired to depart their homeworlds and set off into the void of space, searching for new worlds and civilizations.

One of the measures of a civilization's maturity is how quickly its people learn to travel beyond the realms of their own solar system and into interstellar space. Most often, this 'giant leap' is associated with the development or discovery of the ability to travel faster than the speed of light, commonly through the application of **warp drive** technology. As an example, the people of Earth were ushered into a new age on April 6, 2063, when pioneering scientist **Zefram Cochrane** launched a prototype warp ship called the **Phoenix**. Cochrane's flight attracted the attention of a **Vulcan** starship, initiating humanity's **first contact** with an alien species. Similar stories of invention and exploration are repeated in the histories of many species across the Galaxy.

Before logic

The Vulcan race's early forays into space date back much further into history. Contemporary accounts are vague, but they indicate the Vulcans had interplanetary and limited interstellar travel capabilities as far back as 2000 years prior to their first contact with Earth. At this point in Vulcan's history, its civilization had yet to embrace the peaceful, non-violent doctrines of logic championed by the philosopher **Surak**, and was engaged in brutal and widespread internecine conflicts. During this period – a time roughly contemporaneous with Earth's 1st -10th century AD – a schism occurred in Vulcan society that caused part of its



OTHER CARDS IN THIS FILE...

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◀ **Zefram Cochrane's** test flight of his **PHOENIX** warp ship marks a new era in Earth's space history, and heralds a time of discovery and exploration.



▲ **First contact between Vulcans and humans** occurs shortly after Zefram Cochrane's warp flight.

populace to leave the planet and seek a new world to live on. This splinter group would later evolve into the **Romulan** people. It is believed that at this point the Vulcan species, although possessing the technology for interstellar travel, had not yet discovered warp drive.

Faster than light

By Earth's 21st century, however, Vulcan starships used warp engines to explore several star systems, including Earth's Sol system. One such warp-capable ship, the **T'plana Hath**, was

passing close by Earth space when Cochrane's **Phoenix** went to warp speed, alerting the crew that humanity had left its planetary cradle for a new era among the stars.

THE ROMULAN-KLINGON ALLIANCE

Sharing ships

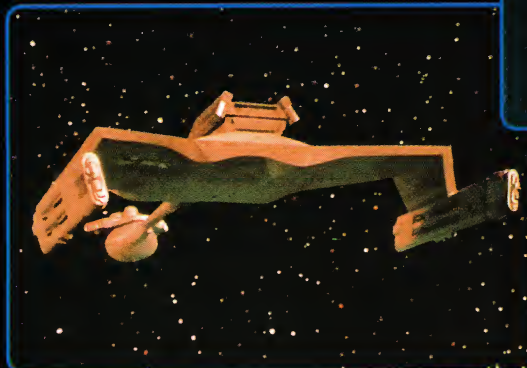
During the 2260's, an alliance is formed between two major Beta Quadrant powers, the Klingon Empire and the Romulan Star Empire. It proves to be a short-lived affair, although the partnership has one particularly visible result – the sharing of a starship design.

The **Klingon D7 Battle Cruiser** is first encountered in 2266. When the **U.S.S. Enterprise NCC-1701** violates Romulan space in 2268, the starship is surrounded by three **Battle Cruisers** in use by the Romulan Star Empire. These vessels are outwardly identical to the Klingon variant, but have been adapted to work with the cloaking device favored by the Romulans.

The shared technology pact does not continue for long. By the 24th century, the two empires maintain their own ship designs that have no common components.

▶ **The D7 BATTLE CRUISER** is first seen in use by the **Klingon Empire**. It is a particularly formidable opponent.

▶ **The Romulan Star Empire's alliance** with the **Klingon Empire** results in the sharing of **D7 BATTLE CRUISERS**.



▶ **The Federation** are able to provide detailed schematics of the **D7 BATTLE CRUISER** to the captains of their starships during the 2260's.



Interstellar Travel

Vulcan's offshoot race eventually colonized a double-planet system and evolved into the **Romulan Star Empire**, but they were still some way off acquiring warp drive technology. For a major interstellar power, the Romulans came late to the science of warp drive technology, and this deficit proved to be a major tactical liability in the race's war with Earth's nascent **Starfleet**, beginning in 2158. During a disastrous series of conflicts with the Romulans, Earth's warp-capable ships were able to out-pace and defeat the Romulan craft, leading to the empire's defeat in 2160 at the **Battle of Cheron**.

In the following decades, Romulan science advanced to develop warp drive, and they later entered into an alliance with the **Klingon Empire**. The date and circumstances of the Klingon people's discovery of interstellar flight and warp drive is unknown, but Klingon starships were noted as having warp speed capability as far back as 2218, when the **United Federation of Planets** made a violent first contact with the warrior race.

Watch and wait

As with Earth's gradual scientific evolution toward the creation of faster-than-light starships, other sentient life forms have also followed a similar technological growth curve, from being planet-bound to possessing the ability to reach the stars. In 2367, a humanoid civilization, residing on the third planet of the **Malcor system**, is subjected to a covert sociological study when the Federation recognizes they are on the threshold of true technological sophistication. During this period, a leading **Malcorian** scientist, **Mirasta Yale**, develops a prototype warp vessel. In a turnabout of humanity's own first contact, Federation observers from the **U.S.S. Enterprise NCC-1701-D** elect to hold off on an official contact with **Malcor III** while the world brings its internal politics to a point of stability. Rather than see her work cancelled, Yale leaves Malcor III aboard the *Enterprise*; she plans to return when her world is finally ready to join the Federation. A similar event takes place in 2375, when the **Evora** species achieves warp capability, although in this case the civilization chooses to accept the Federation's offer of membership, thereby joining the greater galactic community.

Not all species come by their technologies



▲ *The **Evora** are welcomed into the **United Federation of Planets** in 2375, just one year after they have developed faster-than-light space travel.*

through scientific endeavor. The **Ferengi** race, noted for their business-oriented culture, did not develop warp drive on their own, but rather purchased it from an outside power. Once the Ferengi had unlocked warp technology's secrets, they expanded their trading empire offworld, eventually becoming a major economic power in the **Alpha Quadrant**.

Bajoran pioneers

Warp drive technology, despite its appearance as a common factor in the passage of civilizations from interplanetary to interstellar societies, is not the sole means of traveling from star system to star system, as the ancient peoples of the planet **Bajor** indicate. A culture that existed over 500,000 years ago, the early **Bajorans** were noted not only for their spiritual and philosophical advances, but also for their scientific ones. The ancient Bajorans developed space vessels that utilized **solar sail propulsion** technology, using solar winds to drive their craft between the myriad moons of Bajor and the neighboring planets in the Bajoran star system. In addition to interplanetary travel, the Bajorans also ventured across interstellar distances of several light years, and even planetfall in the **Cardassian system**.

Under normal circumstances such a trip would have taken hundreds of years, but the location of tachyon eddy phenomena in the nearby **Denorios Belt** impelled the solar sailors to velocities faster than those of light speed.



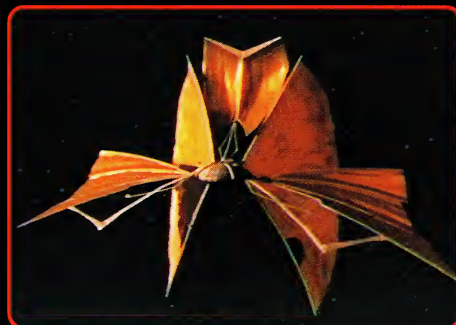
▲ *Scientist **Mirasta Yale** of **Malcor III** is disappointed when her people decide not to join the Federation. She willingly leaves her world to come aboard the **U.S.S. ENTERPRISE NCC-1701-D** and begin her travels through space.*



▲ *Despite buying their warp technology from another civilization, the **Ferengi** have designed several advanced starships.*

This style of **Bajoran Solar Sailing Ship** was still used well into the 2170's, and their designs proved capable of flight even in the age of warp engines and impulse power. In 2371, Starfleet officer **Captain Benjamin Sisko** and his son **Jake** successfully pilot a recreation of such a craft, proving that the desire to reach for the skies transcends boundaries of time, space, and culture.

SETTING SAIL FOR CARDASSIA



▲ *The **BAJORAN SOLAR SAILING SHIP** is a simple, elegantly designed vessel that allowed the ancient Bajorans to explore beyond their solar system.*



▲ ***Benjamin Sisko** and his son **Jake** construct a **BAJORAN SOLAR SAILING SHIP** in 2371 to prove that the ancient Bajorans had explored space.*



▲ ***Sisko's BAJORAN SOLAR SAILING SHIP** achieves faster than light travel, and succeeds in journeying as far as the planet **Cardassia**.*

Kira and the Federation: Part 2

As the war with the Dominion rages, Kira Nerys finds herself working ever closer with Starfleet and the Federation, not just for her beloved Bajor, but for the entire Alpha Quadrant.

During her earliest dealings with the **United Federation of Planets**, Major Kira Nerys holds a distinctly ambivalent view of **Starfleet** and its officers, believing them to be an unwelcome force in her own life and in the destiny of **Bajor**. Virtually her first words to **Commander Benjamin Sisko**, as he takes command of space station **Deep Space Nine**, are that she believes the Federation has no business becoming involved in Bajor's affairs. The strong and passionate woman who holds this harsh opinion eventually modifies her viewpoint to one of respect for her Starfleet compatriots, and over the months and years that follow, Kira becomes a true friend to the Federation.

Close partnership

The major's relationship to Starfleet is no doubt improved by her close association with Sisko, who serves in the dual role of

Deep Space Nine's commander and as a Bajoran religious figure, the **Emissary of the Prophets**. As both a highly spiritual Bajoran and Sisko's first officer on the space station, Kira comes to know and understand the manner of her commander, complementing and supporting him.

United front

In many ways, the affinity between Kira Nerys and Benjamin Sisko serves as a model for relations between the people of Bajor and the Federation – working together in harmony, perhaps not always seeing exactly eye-to-eye, but largely serving the same goals. It is this connection that allows Kira to bolster Sisko's radical call for Bajor to halt its plans for Federation membership in 2373, and then present a united front against the invading **Gamma Quadrant** force known as the **Dominion**.

Kira's closeness to the Federation through its

KIRA AND THE FEDERATION

NAME: Kira Nerys

STATUS: Colonel in the Bajoran Militia

DATE: 2374.

EVENT: During the Dominion occupation of Bajor, Kira forms a resistance cell designed to disrupt the station's operations and reinstall the Federation as its governing body.

DATE: 2375

EVENT: Kira puts on a Starfleet uniform for the first time, and takes up the challenge of teaching Damar and his rebels all about guerrilla warfare.



▲ Kira Nerys strives to uphold the Federation's ideals during the Dominion War. She believes the organization offers the best hope for Bajor's survival and renewal.

citizens is not just evidenced by her working relationship with Sisko; throughout 2373, Kira becomes 'part of the family' in a very real way when she acts as a surrogate mother

for the child of **Chief of Operations Miles O'Brien** and his wife **Keiko**. Born later that year, **Kirayoshi O'Brien** is partially named after his third 'parent,' and Kira continues to show a

keen interest in the baby boy after his birth, taking on the role of 'Auntie Nerys.'

In 2374, however, Kira finds herself cut off from her allies in the Federation when the forces of the

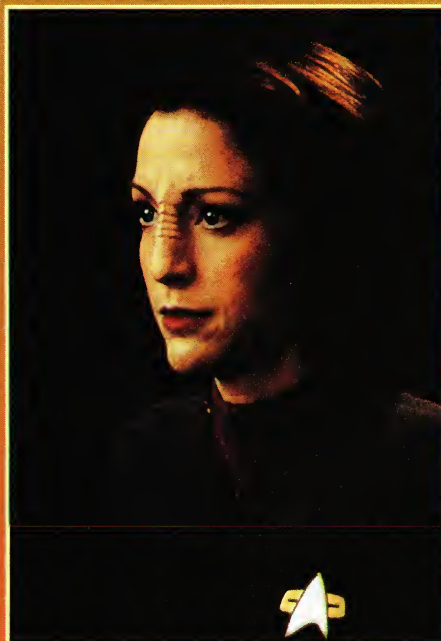
FEDERATION FRIEND

★ Third parent

In 2373, Kira Nerys gives birth to the O'Brien's second child, **Kirayoshi**, in a traditional Bajoran birthing ceremony held aboard station **DEEP SPACE NINE**.

★ Change of clothes

In 2375, Kira again proves her affinity to the Federation when she agrees to temporarily discard her Bajoran Militia clothing in favor of a Starfleet uniform.



★ Resistance

During the Dominion War Kira is frustrated by Starfleet's apparent caution, and so she decides to form her own resistance cell on the station renamed **TEROK NOR**.





Kira and the Federation: Part 2



★ Strong leader

Kira recognizes that preserving the Federation comes before her personal feelings about the Cardassians, but her forthright manner still brings her into conflict with the rebel Gul Rusot.

Dominion, bolstered by ships and troops from the **Cardassian Union**, invade and occupy *Deep Space Nine*. Kira retains her nominal post as the Bajoran liaison to the station – now returned to its original Cardassian name, **Terok Nor** – but finds herself forced to work alongside her hated enemy **Gul Dukat**, his aide **Damar**, and the lackey of the Dominion's ruling **Founders**, the **Vorta Weyoun**.

Resistance

Facing the oppression of the invaders, Kira comes to a crisis of self; her confederates at Starfleet, under the command of Captain Sisko, are fighting the war against the Dominion, while she eats well and sleeps comfortably on *Terok Nor*, in the lap of the enemy. It is

this realization that inspires the major to gather a group of trusted co-conspirators and form a new resistance movement against the Dominion. Kira puts her years of training in the Bajoran resistance to good use, secretly tipping off Sisko and **Admiral William Ross** that the **Cardassians** are on the verge of dismantling the minefield erected around the **Bajoran wormhole**. This information provides Starfleet with the impetus to retake *Deep Space Nine*, liberating the station from the Dominion and driving them back within the borders of Cardassian space.

As the war with the Dominion rages on, Kira finds herself fighting alongside her Federation allies, defending Bajor and her people from threats within and without. Early in 2375, Kira is granted a promotion by the **Bajoran Chamber of Ministers**, from major to the rank of colonel in the **Bajoran Militia**, partly in recognition of her valor and skill in protecting *Deep Space Nine* and

★ In command

Garak urges Kira to kill Rusot, but it is Damar who finally does the deed.



★ Working together

Kira works closely with resistance leader Damar in spite of her intense dislike for him following the murder of Tora Ziyal in 2374.

her homeland during the Dominion occupation. At this point in her military career, many of Colonel Kira's duties bring her closer to home in a command and control capacity, working alongside the forces of the Federation and its allies in the war effort, including both the **Klingons** and the **Romulans**.

Fighting for freedom

In the final months of the Dominion war, the Federation takes the radical decision of granting Colonel Kira Nerys a temporary commission as a Starfleet officer with the comparative rank of commander. The appointment comes as part of a mission Kira undertakes to go underground on **Cardassia Prime**, assisting a burgeoning resistance movement to fight against the Dominion overlords. The situation is ironic; Kira's old enemy Damar now leads

the fight against his former masters, and along with *Deep Space Nine*'s resident Cardassian **Elim Garak**, the three unlikely freedom fighters combine to destroy the Dominion's power-base and weaken the **Founders'** forces, providing the **Federation Alliance** with an opportunity to defeat their enemies.

Kira wears the Starfleet uniform with respect, but she remains at heart a Bajoran, and a member of the Bajoran Militia. Fighting for the freedom of Cardassians is a difficult task for her; she never expected to help save a race who brutally enslaved her own people. It is a testament to the lessons learned from her Federation friends and compatriots that Kira is able to rise above the hatreds of her past to fight for a just cause once more, this time on the side of those who she would have once seen die without remorse or regret.

"I have the bad habit of telling the truth, even when people don't want to hear it."

— Kira Nerys to Benjamin Sisko



★ For the Alpha Quadrant

Damar's patriotic leadership and Kira's skill allow the Cardassian resistance to make significant strikes against Dominion forces.

AGAINST ORDERS

For Bajor

Kira's work with the Federation is not without its problems, particularly when she makes decisions for Bajor that cause friction with Starfleet. In 2375, Kira learns that the **Romulans** are stockpiling plasma torpedoes on the Bajoran moon **Derna**, and she orders an armed blockade around the planetoid. The barricade causes tensions between Bajor, Starfleet, and **Romulus**, but eventually a bloodless solution is found.



◀ Armada

Kira forms a fleet to stand against the Romulans, and fight them if necessary.

▶ Standing fast

Kira refuses to back down when she discovers that the Romulans are storing weapons on the Bajoran moon, Derna.





Worf and General Martok

Worf and General Martok first meet in 2372. Four years later they are as brothers, their relationship forged on the field of combat and out of the vast respect they develop for each other.

Commander Worf's inauspicious first encounter with the Klingon warrior General Martok seemingly occurs in 2372, shortly after the **Starfleet** officer is posted to **Deep Space Nine**. Worf confronts Martok over the unruly behavior of his son, **Drex**, but then goes on to acknowledge that the **House of Martok** is an honored one with a proud tradition. Little does Worf know that he and his son **Alexander** will eventually be welcomed into this esteemed family, or that the Martok in charge of the station's Klingon garrison is actually a Changeling infiltrator, sent by the **Founders** to stir up conflict between the **Federation** and the **Klingon Empire**.

The real Martok

This **Dominion** deception is finally uncovered in the early months of 2373, and later that year Worf gets to meet the real general when they are both imprisoned in **Dominion Internment Camp 371**. They have to work together to escape,

and come to appreciate each other's abilities.

Martok has been held captive for two years and forced to engage **Jem'Hadar** soldiers in brutal hand-to-hand combat. Worf takes over from him and Martok quickly becomes his advocate, praising his continual victories and heralding the **Son of Mogh** as truly having the spirit of the legendary warrior **Kahless** within him. He says great songs will be written about such a valiant warrior, and even quietly advises Worf to end the contest when given the option.

Two warriors

At one point Worf considers letting the **Jem'Hadar** kill him, believing it is the only honorable way out. Martok sees what is in his eyes in a brief shared bond called **tova'dok** – a moment of clarity shared between two warriors on the field of battle. There is no need for words, but in that moment Martok knows what is in Worf's mind and gives him strength. Each warrior holds the other in high esteem,

WORF AND MARTOK

FIRST ENCOUNTER: Worf interacts with the Martok impostor in 2372, but only meets the real general in 2373.

CURRENT STATUS: Martok is now Chancellor of the Klingon Empire; Worf serves as Federation ambassador to Qo'noS.



▲ Worf and Martok's friendship develops during their incarceration in **DOMINION INTERNMENT CAMP 371**. Worf later admits that Martok inspired him to keep fighting when he felt he could no longer continue.

and on their escape Worf recommends that Martok be appointed commander of the permanent Klingon garrison stationed at **Deep Space Nine**.

Worf helps Martok regain his combat skills after his long imprisonment. They regularly challenge each other with **bat'leths**, and

Martok always manages to be a match for Worf, if not the victor. They take these bloody training exercises very seriously, much to the disapproval of **Dr. Bashir**.

Worf also aids in Martok's mental rehabilitation, although this requires him to put his personal feelings to one

side. As second-in-command on Martok's first post-prison ship, the **I.K.S. Rotarran**, Worf feels bound to point out that the general's constant refusal to take part in battle is plunging the crew's morale lower than ever. He is eventually forced to act despite his loyalty to Martok: he labels the general a coward, and challenges him for command of the ship.

Martok wins the combat and saves face, but he knows Worf allowed this outcome. He realizes that

★ Forced to fight

Worf is forced to fight the **Jem'Hadar** during his and Martok's spell in **DOMINION INTERNMENT CAMP 371**.



★ Injuries

The holosuite fighting simulations enjoyed by Worf and Martok often result in injuries which require medical attention.

★ Honor in battle

Worf and Martok practice their combat skills together in **DEEP SPACE NINE's** holosuites.



BLOOD BROTHERS



Worf and General Martok



★ Leadership

After killing Gowron, Worf decrees that General Martok should be the empire's next chancellor.

★ Bond

General Martok takes part in Worf's Kal'Haya prior to his wedding to Jadzia Dax in 2374.



"[It is] an adventure that we could share, my friend. I need someone who I can trust at my side. Someone whose loyalty I can count on." — Martok to Worf in 2373

Worf's intention was to remind him of his duty as a soldier of the empire, and he is grateful for it. This honorable act is met with an equally honorable one when Martok asks Worf to join his House, allowing the warrior exile to become an active part of the Klingon Empire once more.

Close bond

Worf is a positive influence on the older Klingon in other ways, too. He knows how to handle Martok and his moods, keeps him calm around the **Romulans**, and helps assuage his anger over the actions many years before of the elderly **Dahar Master Kor**. Martok also gripes to Worf about everything from the war to the quality of the **gagh** on the **Rotarran**.

For his part, Martok is a confidant and mentor for Worf. He counsels him in the lead up to his wedding to **Jadzia Dax**, and enthusiastically joins Worf on his pre-wedding **Kal'Haya** — the path of clarity. He even claims that his wife **Sirella**'s vague dislike of Worf makes no difference to him. Martok is nevertheless a little troubled in early 2374 that Worf has never mentioned his son **Alexander Rozhenko** to him, after

all they have been through together.

The general recognizes that it is a difficult subject, but encourages the newly-reunited father and son to work out their problems. He is on hand to offer advice, and even visits Alexander in private to try and gauge what is in the boy's mind. He is unimpressed by the response he gets, and tells Alexander that he is there not to help the boy, but because of his loyalty to Worf. Alexander subsequently proves himself with a brave deed, however, and is also invited to join the House of Martok.

The death of Jadzia at the end of 2374 affects Worf deeply. Martok understands the pain he is suffering, and offers him the position of first officer on the **Rotarran** — a welcome diversion from convoy duty — on a recklessly dangerous mission that will ensure Jadzia a glorious entry into **Sto-Vo-Kor**, the Klingon afterlife. **Bashir**, the **Ferengi Quark**, and **Chief Miles O'Brien** also come along, but bear the brunt of Worf's frustration. Martok is close enough to Worf to question his attitude, telling him that the others were Dax's friends and honor her with their presence. His sage advice convinces Worf to apologize, and together the



group complete their daring mission.

In late 2375, **Chancellor Gowron** arrives on **Deep Space Nine** to take personal control of the Klingon campaign. He superficially honors General Martok, but then engages in a series of tactical blunders designed to undermine Martok's reputation, and ensure the chancellor's own personal success when the war with the Dominion is concluded. Worf knows Gowron of old and works out his plan, but Martok insists that whatever the chancellor's motives, it is their duty to support him.

Worf is initially humbled

by this response, but he comes to realize that Gowron must be challenged to protect the empire. Martok refuses point blank to do so. Faced once again with a choice between personal loyalty or the greater good, Worf chooses the latter, and takes it upon himself to oppose Gowron.

Victorious

In the ensuing combat, Worf dispatches Gowron and wins the right to lead the High Council. He refuses this honor, however, deferring instead to the man he knows is right for the job: Martok. The general argues that the

★ Conflict

Worf serves as Martok's second-in-command on the **I.K.S. ROTARRAN**.

idea is crazy, but with the support of the council, the respect of Klingons everywhere, and Worf as his advocate, Martok finds himself installed as the new leader of his people.

Serving the empire

At the end of the war with the Dominion, Worf and Martok are pleased to find that the former's new appointment as **Federation** ambassador to **Qo'noS** will continue their close working relationship. Worf is no diplomat, but Martok wins over his friend by pointing out that he himself is not a politician.

The pair have come through many dangers, fought as brothers, and acted as honorable men. Now, together, they can help restore the honor of the Klingon Empire.

LASTING EFFECTS

Bitterness

The respected elder Klingon Kor plays an important role in the lives of both Worf and General Martok. Worf may consider Kor to be a friend and ally, but Martok remembers his connection to the **Dahar Master** with little fondness. As a young boy, Martok hoped that he could overcome his family's lowly status and

serve as an officer of the empire. Kor, however, rejected his entry to the academy, and Martok was forced to become a civilian laborer aboard General **ShiVang's** flagship, before he received a field commission. These old wounds are reopened in 2375, when Kor visits **Deep Space Nine**, but Martok ultimately finds little pleasure in taunting the aged warrior.



▲ Grudge

Martok has held a grudge against Kor ever since the elder Klingon dismissed his application to the officer academy.

Vaadwaur Corridors

In the Delta Quadrant, a vast 'underspace' network offers travelers the chance to overcome the limits of standard starship propulsion systems. These Vaadwaur corridors are jealously guarded by their current 'owners,' the Turei.

In 2376, the Federation starship **U.S.S. Voyager NCC-74656** accidentally enters a spatial phenomenon which manifests itself as a wide energy tunnel, through which vessels can travel extreme distances in relatively short periods of time.

The crew of *Voyager* first notice the corridors when, without warning, the vessel's warp field is detected by a tunnel and, in the words of **Ensign Tom Paris**, the ship is dragged into its extensive network of interconnecting branches "like a magnet." Once inside, navigation is hampered by a dangerous amount of debris, consisting of metal fragments, plasma exhaust, and organic residue of unknown origin, some of which are found to be over 800 years old. Unable to exit the maze of tunnels, *Voyager* can only leave the phenomenon with the aid of a passing **Turei Vessel**.

Discussion with both the Turei and the subsequently revived **Vaadwaur** survivors reveals the truth about these extraordinary corridors. The physical appearance of the

corridors is of a wide circular tunnel, composed of a series of bands that are connected by a thick gaseous wall. The walls are illuminated by a bright orange-white hue that continually shifts and swirls, giving good visibility within the corridors and highlighting the various connection points to other tunnels, although the high velocity of a traveling vessel means navigational decisions need to be planned well in advance.

Spatial highway

The corridors are wide enough to allow a number of vessels to pass each other in opposite directions. Their structure does not interfere with the normal operation of a ship's sensors, although the relative distance being traveled, compared to normal space, cannot be calculated until the ship leaves the network. The corridors are designed to be entered through defined entrances and exits, but breaches in their walls can allow a vessel to enter and exit the corridors wherever these breaches occur.

The Turei claim ownership of what they refer



▲ The Turei have made use of the network of 'underspace' corridors that remain after the apparent destruction of the Vaadwaur civilization, and are unwilling to share them.



▲ The Vaadwaur used the corridors to traverse vast distances of the Delta Quadrant. They even traveled as far away as the planet Talax.

to as their 'underspace' network, which is able to transport a vessel 200 light years in five minutes. Agreeing to help *Voyager* leave the network, the Turei vessel targets the **Starfleet** ship's shields with a resonance pulse, which



▲ The U.S.S. VOYAGER NCC-74656 first encounters the subspace corridors used by the Vaadwaur and the Turei in 2376, when the starship is pulled into one of the passageways while traveling at warp 6. The Federation vessel is subjected to extreme forces while in the corridor, as well as being struck by numerous pieces of debris that exist inside the phenomenon.

Vaadwaur Corridors

alters the **shield harmonics** and effectively 'pushes' the *Intrepid*-class vessel out of the corridor and into normal space once again. A request to use the corridors in order to reduce the Starfleet crew's long journey back to the **Alpha Quadrant** is refused by the Turei, who also demand that all records of the corridors be removed from *Voyager*'s computer.

The importance of the corridors is hinted at by the Turei's refusal to share this 'underspace' network, but a full explanation can only be gained from a study of the Vaadwaur's brutal history. Over nine centuries ago, the Vaadwaur were decimated by the combined forces of more than a dozen other races, who hoped to end their opponents' domination of many parts of the **Delta Quadrant**. The corridors were originally discovered by the Vaadwaur hundreds of years before the attack on their homeworld. They are a naturally occurring phenomenon of linked **subspace** passages, which branch out all over the Delta Quadrant. Over a number of centuries, Vaadwaur vessels painstakingly explored and mapped this network, although for security reasons no written records of the discovery were ever kept. Instead, navigation of the hundreds of corridors was committed to memory, in order to prevent any other race being able to make use of the phenomenon.

Tactical advantage

It is the Vaadwaur's selfishness, combined with their program of ongoing military development, that makes them the envy of many races, and a direct threat to others. The eventual takeover of the corridors by the Turei gives them the ability to navigate parts of the Delta Quadrant, but because the network is so extensive there are a great number of corridors still unknown to them. Similarly, the crew of *Voyager* are only able to detect and map a very small part of the corridor network, even though their ship possesses highly sophisticated sensors. This again suggests the enormous scale of the network, and the tremendous tactical advantage a race would have through detailed knowledge of the intricate system.

900 years of neglect leave the corridors in a poor condition, as the Turei do not fully understand the nature of these conduits. The Vaadwaur quickly realized that, although natural, the corridors are very unstable, and can be damaged by use, so a considerable amount of maintenance is required to keep them in optimum condition. *Voyager* should never have been dragged into the corridors – a break must have formed along the radial wall, through which the Starfleet vessel was pulled. The Vaadwaur also warn that the corridors will be far more difficult to navigate due to this neglect, although it is still possible for them to be used. Specific terminology for the corridors is also developed by the Vaadwaur. For example, the typical location of a planet will be expressed as a position relative to the junction of the nearest corridor, known as a **spatial intersect** or **multifold**.

In an attempt to secure the help of **Captain Kathryn Janeway**, the Vaadwaur initially insist that they used the corridors as trade routes, but

the folk tales from visited planets, such as old **Talaxia**, reveal a far more sinister use. The Vaadwaur's claim to be a culture of merchants and scientists, simply wishing to expand their knowledge via travel through the corridors, is also proved false. They were, in fact, an aggressive society, who used the corridors to expand their territory.

Hidden agenda

The distances covered by the corridors are huge, and the Vaadwaur offer to plot a route for *Voyager* that will take the crew 1000 light years closer to home. Such apparent generosity masks the fact that the remaining Vaadwaur troops intend to use their ships and corridors to rebuild their empire once again. 53 Vaadwaur vessels evade the Turei by escaping into the corridors, leaving unanswered the question of who now controls this phenomenon.



▲ The corridors are a naturally occurring spatial phenomenon. The Turei may have succeeded in exploiting them, but the Vaadwaur assure the crew of the U.S.S. *VOYAGER* NCC-74656 that there are many more corridors that lie undiscovered.



▲ The Turei have made use of the corridors ever since the Vaadwaur threat was eliminated centuries ago. Despite their many journeys across space, the Turei have no understanding of the maintenance that the corridors require.



▲ The interior of the subspace corridors is a swirling maelstrom of color, light, and intense energy. Any vessels that enter them can be propelled across vast distances in mere minutes, a gift that allowed the Vaadwaur to subjugate parts of the Delta Quadrant.



'Extreme Measures'

Dr. Julian Bashir and Chief Miles O'Brien lure Section 31 Agent Sloan to *Deep Space Nine*. They quickly incapacitate the operative in order to obtain the information needed to cure Odo. When Sloan attempts suicide, however, Bashir is forced to resort to desperate measures.

'EXTREME MEASURES'

"Let me emphasize Odo, I haven't given up and it's important that you don't either."

— Dr. Bashir to Odo

Odo is dying; Dr. Julian Bashir gives him barely two weeks to live. The doctor also believes that the degenerative Changeling disease has been engineered by **Section 31**. He dispatches a message to **Starfleet Medical**, claiming to have found a cure for the virus, in the hope that this deception will prompt a visit from an agent.

When Section 31's **Agent Sloan** arrives on *Deep Space Nine*, he is captured by Bashir. Sloan at first believes the **Starfleet** officer is incapable of forcing him to reveal any information. Once the agent realizes that the doctor intends to use an illegal **Romulan** memory scanner on him, however, Sloan attempts suicide rather than reveal anything that might aid Odo or the **Dominion**.

Bashir counters the immediate effects of the neural depolarizing device Sloan used in his suicide bid, and conceives of a way that he and **Chief Miles O'Brien** can link minds with the comatose agent. They will have 43 minutes before Sloan's death, and must then escape, or else die with the operative.

Internal conflict

Within Sloan's mind, Bashir and O'Brien meet a version of the agent who wants to pass on the cure, but proves incapable of doing so. There is a conflict raging within Sloan's dying brain; part of him regrets his actions, while another portion still adheres to the philosophy of Section 31.

Bashir and O'Brien are shot, and react to their injuries just as they would in reality. Julian manages to revive himself and the chief, but is unable to prevent Sloan's death. All hope for Odo passes, and Bashir returns to his quarters. He soon realizes that he is still trapped in Sloan's mind.

Bashir and O'Brien locate Sloan's persona within a small, untidy office, and the chief finds Odo's cure. Sloan tries to delay Bashir by claiming he can retrieve all the data necessary to close down Section 31. O'Brien re-emphasizes their priority, however.

Armed with the necessary information, the two men return to reality. Bashir devises a serum that restores Odo to full health.

ON SCREEN...



1 Odo insists that Colonel Kira Nerys rejoin the Cardassian resistance fighters, despite his serious condition. Kira is reluctant to leave her partner.



2 Dr. Julian Bashir devises a way that he and Miles O'Brien can enter Sloan's mind. They will traverse the agent's neural pathways until the cure for Odo is found.



3 Bashir and O'Brien break into Sloan's dying consciousness, and find themselves in a 'room' crowded with representations of his family and friends.



4 Luther Sloan introduces Bashir and O'Brien to his wife Jessica, who he affectionately calls 'muffin.' The agent appears to regret the path his life has taken.



5 When the doctor and chief are 'shot,' Bashir cannot initially revive their bodies. Believing he is about to die in Sloan's brain, Bashir admits that he loves Ezri Dax.



6 Bashir escapes from Sloan's snare and develops an antidote to the Changeling disease. It is painful when administered, but the effects are instantaneous. Odo is cured.

STARSHIP FACTS

Bashir admits to O'Brien that although he loves Ezri, he likes the chief more. O'Brien only re-emphasizes his love for his wife, Keiko.

'THE DOGS OF WAR'

"He is an overgrown child,
and she is ... confused."

— Worf speaking of
Julian and Ezri

The fight against the Dominion heats up, as Damar gains the support of the public on Cardassia Prime. Social disturbances of a different kind erupt on Ferenginar, just as Quark starts to believe he is about to be appointed the next grand nagus.

The new **Defiant**-class ship, the **U.S.S. Sao Paulo NCC-75633**, arrives at **Deep Space Nine** to replace the lost **U.S.S. Defiant NX-74205**, along with a special dispensation to rename it after its predecessor. It is fitted with devices resistant to the deadly energy dampening weapons operated by the **Breen**.

Damar, **Colonel Kira**, and **Garak** are lured to **Cardassia** by the promise of more recruits in their fight against the **Dominion**. They arrive to witness their allies being slaughtered. Kira's group survive the trap, but their craft is destroyed, stranding them on Cardassia.

The Dominion announcement of Damar's death, and the destruction of his rebel bases, initially induces despair. When it is discovered, however, that the **Cardassian** population refuse to believe him dead, the opportunity arises to create a civil revolution.

Legislative shackles

Grand Nagus Zek is retiring; a murky subspace transmission leads **Ferengi** barkeep **Quark** to believe that he will soon be named as Zek's successor. Quark is horrified to learn that social reforms are underway on **Ferenginar** – which he sees as being tantamount to socialism – and also that the actions of the grand nagus must now be approved by a congress.

Damar stages a public appearance and rouses the population behind him, while on **Deep Space Nine** **Ezri Dax** and **Dr. Julian Bashir** finally act on their mutual attraction.

Zek also arrives to confirm his successor, accompanied by Quark's mother, **Ishka**. The barkeep insists he will not become nagus unless he can be his own man, but is brushed aside as Zek hails **Rom** as his successor. Quark is appalled, but eventually concedes Rom is the best man for the new Ferenginar. He vows, however, that his bar will be the last outpost of traditional values.

Captain Benjamin Sisko learns his wife **Kasidy** is pregnant. She is concerned that the **Prophets** were referring to their child when they warned that the Siskos' marriage would bring them only sorrow. The captain insists this will not be the case.

ON SCREEN...



1 Damar, Kira, and Garak return to Cardassia to join with further allies in their fight against the Dominion. They do not realize they are walking into a trap.



2 Grand Nagus Zek is retiring, and an intercepted transmission convinces Quark he has been named as Zek's successor. The barkeep is delighted when his old adversary Brunt grovels at his feet.



3 The Founder leader orders the retreat of Dominion forces into Cardassian space. This is to buy time for reinforcements to be manufactured.



4 Quark sells his bar to Rom without haggling. Afraid that he has 'gone soft,' he vows not to become nagus while the title is shackled by 'socialism.'



5 Zek arrives on the station and tells an astonished Quark that his brother will be the new nagus. Rom matches Ishka's vision of a kinder, gentler Ferenginar.



6 The Federation Alliance commanders agree that the Dominion's withdrawal must be exploited, and an attack made despite the probable cost in casualties.

STARSHIP FACTS

A Odo quickly recovers from his illness, but he is outraged to hear that a group within the Federation infected him to wipe out his race.



STAR TREK: Deep Space Nine

A-Z Episode Guide Part 1

'THE ABANDONED'

FILE 70 CARD 48



A **Jem'Hadar** baby is brought to station **Deep Space Nine**. Chief of Security **Odo** takes it upon himself to become a surrogate father to the rapidly maturing infant, in an effort to deter it from a life of devotion to the **Dominion**.



'ACCESSION'

FILE 70 CARD 83



Benjamin Sisko relinquishes his role as the **Emissary** to **Akorem Laan**, only to find that the 22nd century poet plans to return **Bajoran** society to a rigid caste system.



'THE ADVERSARY'

FILE 70 CARD 67



A **Founder** infiltrates the **U.S.S. Defiant NX-74205**, as part of a **Dominion** plan to plunge the **Federation** into armed conflict with the **Tzenkethi**.



'AFTERIMAGE'

FILE 70 CARD 147

Ezri Dax finds it difficult adjusting to life on **Deep Space Nine**, particularly when she runs into **Jadzia Dax's** husband, **Worf**. All of Ezri's counseling techniques are needed when **Garak** begins suffering from bouts of extreme claustrophobia.

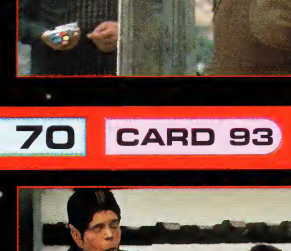


'THE ALTERNATE'

FILE 70 CARD 30



Dr. Mora Pol, the scientist who observed **Odo** when the Changeling was first discovered, undertakes an expedition to a planet in the **Gamma Quadrant** where he believes he may discover the secret to his former subject's origins.



'APOCALYPSE RISING'

FILE 70 CARD 93

Captain Sisko leads a team of officers, surgically altered to resemble **Klingons**, to the heavily fortified Klingon planetoid **Ty'Gokor**. The **Starfleet** crew have to determine if **Chancellor Gowron** has been replaced by a Changeling infiltrator.



'ARMAGEDDON GAME'

FILE 70 CARD 31



Chief Miles O'Brien and **Dr. Julian Bashir** are believed dead when a mission to dismantle **Harvesters**, deadly **nanobiogenic** weapons used in a war between the **T'Lani** and the **Kellerun**, appears to end in disaster.



'THE ASCENT'

FILE 70 CARD 101

En route to give evidence against the **Orion Syndicate**, **Odo** and **Quark's Runabout** is destroyed. The two unlikely allies find themselves on a harsh planet, faced with the prospect of ascending an immense peak before they can transmit a distress call.



'THE ASSIGNMENT'

FILE 70 CARD 97

Keiko O'Brien returns from a trip to the **fire caves** on **Bajor** possessed by a **Pah-wraith**. The threat to his wife's life draws **Chief Miles O'Brien** into a plot to destroy the wormhole **Prophets**.



STAR TREK: Deep Space Nine A-Z Episode Guide Part 1



'BABEL'

FILE 70

CARD 4

An old **Bajoran** terrorist device infects the population of station **Deep Space Nine** with an aphasia virus. As it spreads, the crew discover that they can no longer communicate with one another.

'BADDABING BADDABANG'

FILE 70

CARD 159



When **Frankie Eyes** and his mob buy up **Vic Fontaine's** hotel, **Deep Space Nine's** senior staff unite in an effort to save their favorite **holosuite** program and its resident lounge singer.



'BAR ASSOCIATION'

FILE 70

CARD 82

Rom makes a stand against his brother's managerial style by forming a union to fight for workers' rights. This brings **Quark's bar** to the attention of the **Ferengi Commerce Authority**.



'BATTLE LINES'

FILE 70

CARD 12



Kai Winn devotes her life to bringing peace to a war-torn planet in the **Gamma Quadrant**, after she is killed and then resurrected.

'THE BEGOTTEN'

FILE 70

CARD 104

Odo and **Dr. Mora Pol** are brought into conflict over their differing methods of nurturing an infant Changeling.



'BEHIND THE LINES'

FILE 70

CARD 122



Odo's loyalty to **Major Kira Nerys** is tested to the limits when the **Founder Leader** arrives on **Deep Space Nine**.

'BLAZE OF GLORY'

FILE 70

CARD 115

Captain Sisko frees **Michael Eddington** from prison in an effort to prevent the **Maquis** from staging a last great attack against the combined **Cardassian-Dominion** forces.



'BLOOD OATH'

FILE 70

CARD 37



Jadzia Dax joins up with the **Klingons Kang, Kor, and Koloth** to help them take revenge against the **Albino**.

'BODY PARTS'

FILE 70

CARD 91

Quark is misdiagnosed with a deadly disease, and pre-sells his vacuum-desiccated body parts before he learns of the error.



'BROKEN LINK'

FILE 70

CARD 92



Odo is transported to the **Founders'** homeworld after being struck down by a mysterious affliction, which is revealed to be his punishment for causing the death of a fellow Changeling.

'BUSINESS AS USUAL'

FILE 70

CARD 110

In an effort to clear his mounting debts, **Quark** gets involved in arms dealing with his cousin **Gaila** and a weapons trader named **Hagath**. When his friends desert him, Quark's conscience gets the better of him, and he engineers a cunning plan to save his battered reputation.

V continued

Virak'kara

A **Jem'Hadar** soldier who served under **Omet'iklan** as part of a group who prevented renegade Jem'Hadar from activating an **Iconian gateway**. (Starship Log: 'To the Death' [DS9]) **SEE FILE 70**



virtual display

The viewing device headset used aboard **Jem'Hadar Warships**. It created an image that could only be seen by the wearer. (Starship Log: 'The Ship' [DS9]) **SEE FILES 40, 70**

◀ It is often the **Vorta** who wear the virtual display units used on **JEM'HADAR WARSHIPS**.

virus, cascade

A computer virus with a domino effect. In 2373, **Michael Eddington** sabotaged the **U.S.S. Defiant NX-74205** and station **Deep Space Nine** with cascade viruses. (Starship Log: 'For the Uniform' [DS9]) **SEE FILE 70**

visceral writing

The phrase used by renowned writer **Revalus** to describe the old-fashioned process of applying pen and ink to paper, thereby fully engaging one's creativity. (Starship Log: 'The Muse' [DS9]) **SEE FILE 70**

vision quest

An inner journey, often a stepping stone to adulthood, involving abstinence, isolation, and the request for spiritual guidance from the deities. This was practised by some Native Americans, including



▶ **Captain Kathryn Janeway** went on a personal vision quest in 2371.

Chakotay of the **U.S.S. Voyager NCC-74656**, who used an **akoonah** to substitute for the traditional mind-expanding substances. He aided **Voyager's Captain Janeway** during her vision quest for her animal guide, and later also helped **Neelix** in the same way. The colonists of **Alpha Quadrant** planet **Dorvan V** would retreat to a **Habak** and enter a trance to receive messages. During one experience, **Lakanta** saw **Wesley Crusher**; the young man would later speak to his dead father, **Jack Crusher**, during his own vision quest. (Starship Log: 'Journey's End' [TNG]; 'The Cloud' [VOY]) **SEE FILES 18, 43, 69, 71**

'Visit with the pleasure goddess of Rixx'

Nog's favorite **holosuite** program. During **Nog's** pre-**Starfleet Academy** sale of personal belongings, **Jadzia Dax** bought the **isolinear data rod** for 10 strips of **latinum** and gave it to **Dr. Julian Bashir**. (Starship Log: 'Little Green Men' [DS9]) **SEE FILE 70**



▶ **Geordi La Forge** was born blind because of a birth defect, but his **VISOR**, or **Visual Instrument and Sensory Organ Replacement**, gave him sight superior to that of other humans.

VISOR

The acronym for **Visual Instrument and Sensory Organ Replacement**, the device that enabled the blind **Geordi La Forge** to see. Worn across the eyes, it permits enhanced sight, using a **subspace pulse field operating system** which enables vision of infrared and radio waves. Unfortunately, it also caused **Geordi** persistent pain. It was later altered to be linked with a **tricorder**, allowing the detection of neural emissions, and further modified to transmit visual information between starships. (Starship Log: 'The Enemy' [TNG]; **Star Trek: Generations**) **SEE FILES 45, 66, 69, 78**

Visual Acuity Transmitter

When attached to **Geordi La Forge's VISOR**, the **Visual Acuity Transmitter** permitted him a brief transmission of images. It failed after a short while, unable to cope with the signal's complexity. The images transmitted contained massive amounts of information, but the sheer amount of data made viewing difficult for the untrained eye. (Starship Log: 'Heart of Glory' [TNG]) **SEE FILES 66, 69**

Vitarian wool underwear

This undergarment was apparently unsurpassed in its capacity for providing warmth, and **Garak** sold some to **Morn** in 2372. (Starship Log: 'The Way of the Warrior' [DS9]) **SEE FILE 70**

Viterian, Captain

The commander of the **Kobheerian** transport vessel **Rak-Minunis**. In 2371, his image was programmed into a **holo-filter** on the **U.S.S. Defiant NX-74205** during a stopover en route to **Cardassia**. (Starship Log: 'Duet' [DS9]) **SEE FILE 70**

viterium

A metal alloy used in starship construction. It is greatly weakened when exposed to **delta radiation**. (Starship Log: 'Valiant' [DS9]) **SEE FILE 70**

Vixis

First officer aboard the **Klingon Bird-of-Prey** commanded by **Captain Klaa**. (Starship Log: **Star Trek V: The Final Frontier**) **SEE FILE 76**

Vlugta asteroid belt

Located in the **Alpha Quadrant's Vlugtan star system**, this asteroid belt was fraudulently claimed to contain great mineral wealth by con artist **Alsia**. She further announced that she intended to mine here, but required funding. (Starship Log: 'Rivals' [DS9]) **SEE FILE 70**

Virak'kara
virtual display
virus, cascade
visceral writing
vision quest
'Visit with the pleasure goddess of Rixx'
VISOR
Visual Acuity Transmitter
Vitarian wool underwear
Viterian, Captain
viterium
Vixis
Vlugta asteroid belt
Vlugtan star system
vocal subprocessor
Vodrey Nebula
voice-transit conductors
Void
Vok'sha
Volchok Prime
vole, Cardassian
vole bellies
volg
Volga NCC-73196, U.S.S.
Volnar Colony
Volnoth
Volon II
Volon III



▶ **Starfleet traitor Michael Eddington** disabled the **U.S.S. Defiant NX-74205** with a cascade virus in 2373.



▶ Before leaving for **Starfleet Academy**, **Nog** sold off his worldly goods, including a **Ferengi tooth sharpener** and his favorite **holosuite** program, 'Visit with the pleasure goddess of Rixx.'



Vlugtan star system

An **Alpha Quadrant** system containing the **Vlugtan asteroid belt**. (*Starship Log*: 'Rivals' [DS9]) **SEE FILE 70**

vocal subprocessor

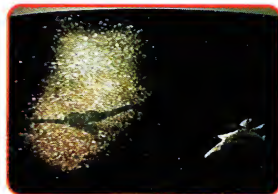
A **Borg** implant, which refines verbal tones to make sonic interfacing with **Borg transponders** efficient. The vocal subprocessor also gave **Seven of Nine** a lovely singing voice. (*Starship Log*: 'Someone to Watch Over Me' [VOY]) **SEE FILE 71**

Vodrey Nebula

A gaseous cloud located in the **Alpha Quadrant's Maranga star system**. It was studied by a science team from the **U.S.S.**

Enterprise NCC-1701-D on **Stardate 47779**. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILE 69**

▶ The **U.S.S. ENTERPRISE NCC-1701-D** took a detour round the **Vodrey Nebula** en route to **Maranga IV**.



voice-transit conductors

The communication system used by the long-deceased population of **Alpha Quadrant** planet **Kataan**. (*Starship Log*: 'The Inner Light' [TNG]) **SEE FILES 18, 69**

Void

Name applied to a large portion of the **Delta Quadrant**, 2500 light years across, hosting no star systems. It was home to humanoids known as the **night beings**, who were endangered by **theta radiation** emanating from antimatter waste dumped via a spacial vortex. Years of exposure were ended when the **U.S.S. Voyager NCC-74656** destroyed the vortex. (*Starship Log*: 'Night' [VOY]) **SEE FILE 71**



▶ **Captain Janeway** found traveling through the **Void** deeply unsettling.

Vok'sha

The inhabitants of **Delta Quadrant** planet **Rakella Prime**. They believed that hate was physically manifested in the form of a beast residing in the stomach. Their greatest hero, considered a saint, ate stones for 23 days to kill the beast. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILE 71**

Volchok Prime

An **Alpha Quadrant** planet hosting a cargo port, in which **Ferengi** businessman **Hoex** acquired the controlling interest from his rival **Turot**. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILE 70**

vole, Cardassian

Rodents that infested **Deep Space Nine** in the aftermath of the **Cardassian** withdrawal. They displayed an affinity for electro-magnetic fields, and chewed through power cables. Vole fights



were a popular gambling sport among **Cardassians**, and in 2371 **Quark** hoped to initiate extra business by renting the vacant lot beside his bar for this purpose. Such fights were considered inhumane by the **Federation**, and they were eventually banned on **Deep Space Nine**. (*Starship Log*: 'Playing God' [DS9]) **SEE FILE 70**

▶ **Cardassian voles** were a serious problem on **DEEP SPACE NINE**. Station personnel even turned to the **Cardassians** for advice on how best to deal with the vermin.

vole bellies

A commodity traded on the **Ferengi Futures Exchange**, on which **Quark** made a 15 percent profit in 2372. (*Starship Log*: 'Body Parts' [DS9]) **SEE FILE 70**



volg

A migrating animal native to the planet **Varala**. **Laas**, a **Changeling**, spent time as a **volg** until fences began to block their breeding routes, and his herd died out. (*Starship Log*: 'Chimera' [DS9]) **SEE FILES 54, 70**

▶ **Laas** admitted he preferred to take the shape of primitive life forms, surviving on instinct like a **volg**, rather than live among untrustworthy humanoids.

Volga NCC-73196, U.S.S.

A **Danube-class Runabout** that was assigned to **Deep Space Nine**. It was used for a botanical trip to **Torad IV** in 2372, and was badly damaged by an asteroid storm when returning. It also formed part of the force planned to repel the predicted **Dominion** invasion of the **Alpha Quadrant** in 2373. (*Starship Log*: 'Body Parts' [DS9]) **SEE FILES 30, 70**

Volnar Colony

A territory within the vicinity of **Bajor**. **Lobi crystals** were good value here, with a **Cardassian lek** able to purchase a dozen assorted shapes. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILE 71**

Volnoth

This respected **Gatherer** from the **Lornok** clan on **Alpha Quadrant** planet **Acamar III** was murdered during peace negotiations on **Gamma Hromi II** in 2366. He was killed by **Yuta** in revenge for his clan's massacre of the **Tralesta** clan 80 years previously. (*Starship Log*: 'The Vengeance Factor' [TNG]) **SEE FILES 18, 58, 69**



Volon II

An **Alpha Quadrant** planet ceded by the **Federation** to the **Demilitarized Zone** bordering **Cardassian** space in 2370. Many of the citizens felt betrayed and joined the **Maquis**, among them **William Samuels**, who had been farming on **Volon II** since 2350. (*Starship Log*: 'The Maquis', Parts I and II [DS9]) **SEE FILES 18, 70**

▶ **Calvin Hudson**, a close friend of fellow **Starfleet** officer **Benjamin Sisko**, was assigned to **Federation colonies** in the **Demilitarized Zone**, including the planets **Volon II** and **Volon III**. **Hudson** secretly joined the **Maquis** movement.

Volon III

This **Alpha Quadrant** planet had been used as the meeting place for **Federation** colonists in the **Volon** system, and formed part of the **Demilitarized Zone** in 2370. It was later used for **Maquis** meetings, and was where a **Cardassian** spy, surgically altered to resemble **Raymond Boone**, managed a **ladarium** mining sluice in 2362. (*Starship Log*: 'Tribunal' [DS9]) **SEE FILES 43, 70**

V continued

Voltaire, Shuttlepod

A shuttlepod attached to the **U.S.S. Enterprise NCC-1701-D**, which was used to guide the *Enterprise* through the **Alpha Quadrant's** lethal **Mar Oscura Nebula** in 2367. The craft was destroyed, although pilot **Captain Jean-Luc Picard** was transported to safety beforehand. (*Starship Log: 'In Theory' [TNG]*) **SEE FILES 25, 69**

Volterra Nebula

Alpha Quadrant location where stars form, and the subject of a survey by the **U.S.S. Enterprise NCC-1701-D** in 2369. (*Starship Log: 'The Chase' [TNG]*) **SEE FILE 69**

voraxna

Toxic substance fatal to **Cardassians**. In 2373, **Gul Dukat** attempted to kill **Legate Ghemor** with a dose of voraxna in a bottle of **kanar**. (*Starship Log: 'Ties of Blood and Water' [DS9]*) **SEE FILE 70**

Vor'cha-class Attack Cruiser

These were among the largest starships in the **Klingon Imperial Fleet**. (*Starship Log: 'Reunion' [TNG]; 'The Way of the Warrior' [DS9]*) **SEE FILES 34, 69, 70**

Chancellor **K'mpec** traveled aboard his flagship **VOR'CHA-class ATTACK CRUISER**.



Vor'nak

A **Vor'cha-class Klingon** cruiser under the command of **General Tanas**. In 2374, it transferred five new crew members to the **I.K.S. Rotarran**. (*Starship Log: 'Sons and Daughters' [DS9]*) **SEE FILE 70**

"Vorch-doh-baghk, Kahless!"

This **Klingon** ritual greeting translates as "All hail Kahless." (*Starship Log: 'Rightful Heir' [TNG]*) **SEE FILE 69**

Vorgons

Humanoid beings from the 27th century who could travel through time. Two of them did so in order to locate the legendary **Tox Uthat**. (*Starship Log: 'Captain's Holiday' [TNG]*) **SEE FILES 6, 69**



Ajur and Boratus were Vorgon criminals who traveled back to the 24th century.

Vori

A humanoid civilization who occupied a **Delta Quadrant Class-M** world along with the **Kradin**, against whom they waged war. To help maintain a supply of fighters, the Vori utilized mind-control techniques on their own population and unfortunate offworlders that induced a hatred of the **Kradin**. This would result in willing combatants. **Commander Chakotay** of the **U.S.S. Voyager NCC-75646** was a victim of such techniques in 2374. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**



In 2374, **Commander Chakotay** encountered a **psychometric projection** of a **Vori** village. It was populated by women, children, and the elderly, all of whom spoke a complex, even cryptic language.

Vori language terms

Delta Quadrant inhabitants the **Vori** had a complex language, in some cases beyond the ability of the **universal translator** to convert, except in cryptic fashion. Examples include 'old light' for evening, 'much another' for very different or 'fastwalk' for running. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**

Vorian pterodactyl

When **Odo** temporarily became a 'solid' in 2373, he lamented the fact that he could no longer transform into a **Vorian pterodactyl**. (*Starship Log: 'The Ascent' [DS9]*) **SEE FILE 70**

Vorik

A **Vulcan** engineering officer aboard the **U.S.S. Voyager NCC-74656**. Vorik experienced the **Pon farr** mating urge on **Stardate 50537**, causing a **neurochemical imbalance** that affected his behavior. He focused his attentions on **B'Elanna Torres**, whom he had previously aided in work on the ship's **plasma injectors**. He passed on the neurochemical imbalance when he **mind-melded** with Torres, the situation being resolved by a **Vulcan** combat ritual. Vorik was also part of the team behind the concept and construction of the **Delta Flyer** shuttlecraft in 2375. (*Starship Log: 'Blood Fever' [VOY]*) **SEE FILES 8, 43, 71**

vorillium

A substance that was required for use in the **U.S.S. Voyager NCC-74656's** engines. (*Starship Log: 'Darkling' [VOY]*) **SEE FILE 71**

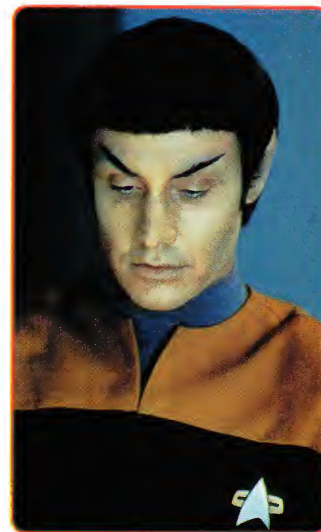
Vorin

The village chronicler of the pre-industrial civilization on **Boraal II** in 2370. When Vorin's world was threatened, he was unknowingly transported to a **holodeck** representation of his village aboard the **U.S.S. Enterprise NCC-1701-D**. Emerging from the holodeck and learning he was on a starship, Vorin's mind resisted memory erasure, and he was given the option of remaining aboard the ship or returning to his people, unable to tell them what he had seen. He chose to commit suicide. (*Starship Log: 'Homeward' [TNG]*) **SEE FILES 18, 69**

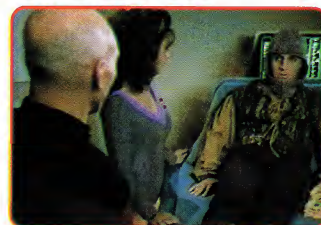
Vorlem, Gul

A **Cardassian** officer who earned the enmity of **Enabran Tain**, head of **Cardassia's** feared **Obsidian Order**. In 2373, **Garak** suggested he had been behind Vorlem's death. (*Starship Log: 'In Purgatory's Shadow' [DS9]*) **SEE FILE 70**

Voltaire, Shuttlepod
Volterra Nebula
voraxna
Vor'cha-class Attack Cruiser
Vor'nak
"Vorch-doh-baghk, Kahless!"
Vorgons
Vori
Vori language terms
Vorian pterodactyl
Vorik
vorillium
Vorin
Vorlem, Gul
Vorn, I.K.S.
Vornar
Vorothe Sea
Vorta
Vorta Vor
Vostigye
Voth
Voth city ship
Voth Doctrine
Voth Ministry of Elders
Voal
Voyager VI
Voyager NCC-74656, U.S.S.
Vrax



The Starfleet officer **Vorik** experienced the **Pon Farr** mating urge while stranded in the **Delta Quadrant**, light years away from any **Vulcan** females.



Vorin and other inhabitants of **Boraal II** were transported onto the **U.S.S. ENTERPRISE** in 2370.



Vorn, I.K.S. *Klingon Bird-of-Prey* used to transport **Duras** to the *U.S.S. Enterprise NCC-1701-D* in 2367. Duras later died aboard the *I.K.S. Vorn* at the hands of **Worf**, who claimed the right of vengeance in return for Duras's murder of his mate. (*Starship Log: 'Reunion'* [TNG]) **SEE FILES 48, 69**

Vornar A **Cardassian** soldier guarding the entrance to a **Jem'Hadar** ship when **Damar** appeared in disguise. Vornar recognized him, but pretended he did not, and granted Damar permission to enter. (*Starship Log: 'Tacking into the Wind'* [DS9]) **SEE FILE 70**

Voroth Sea A large body of water on the **Alpha Quadrant** planet of **Vulcan**. (*Starship Log: 'Innocence'* [VOY]) **SEE FILE 71**

Vorta These humanoids from the **Gamma Quadrant** were artificially evolved by the **Founders** from forest-dwelling foragers. This genetic manipulation included a compulsion to worship the Founders as gods, and was designed to enhance the qualities most required by the shapeshifters. Cloning perpetuated the Vorta race, who controlled the Founders' warriors, the **Jem'Hadar**, by means of the drug **ketracel white**. The Vorta possess an immunity to most toxins and enhanced hearing, but are tone deaf, with poor eyesight and taste, and little sense of aesthetics. The Vorta have a **termination implant** that they are expected to activate if captured. (*Starship Log: 'The Jem'Hadar'* [DS9]) **SEE FILES 16, 58, 70**



◀ **Vorta, such as Weyoun, worship the Dominion Founders as gods. Their apparent eagerness to please usually masks a ruthless disposition.**

Vorta Vor **Romulan** mythology considered this the source of creation. (*Starship Log: 'Star Trek V: The Final Frontier'*) **SEE FILE 76**

Vostigye A **Delta Quadrant** civilization contacted by the *U.S.S. Voyager NCC-74656* in 2373. The **Vostigye science station**, at which a meeting was to take place, was destroyed by an astral eddy just before **Stardate 50836**. (*Starship Log: 'Real Life'* [VOY]) **SEE FILE 71**



Voth An advanced reptilian civilization who settled in the **Delta Quadrant** 20 million years prior to an encounter with the *U.S.S. Voyager NCC-74656* in 2373, having descended from Earth's dinosaur population. The truth about their origins contradicted official **Voth Doctrine**, which held that they were the first sentient life forms to have evolved in the Delta Quadrant. (*Starship Log: 'Distant Origin'* [VOY]) **SEE FILES 18, 40 71**

◀ **The Voth wanted to believe that they were the 'founding fathers' of their region of Delta Quadrant space.**

Voth city ship An enormous community structure that traveled through space by means of a **transwarp** propulsion system. Approximately 11 kilometers long, the *Voth city ship* was capable of capturing the *U.S.S. Voyager NCC-74656* and preventing its departure from within its structure. (*Starship Log: 'Distant Origin'* [VOY]) **SEE FILES 40, 71**

Voth Doctrine The belief within the Voth culture that their civilization was the first to have evolved in their section of the **Delta Quadrant**. This doctrine influenced their policies, and any conflicting evidence was rapidly suppressed or denounced as heresy. Such was the case with the **Distant Origin Theory**, the discovery that the Voth were actually descended from Earth's dinosaurs. (*Starship Log: 'Distant Origin'* [VOY]) **SEE FILES 18, 71**

Voth Ministry of Elders The **Voth** governing body, who dealt with all matters of policy, particularly pertaining to the **Voth Doctrine**. In 2373, **Minister Odala** headed the Ministry of Elders and was instrumental in persuading **Professor Forra Gegen** to renounce his **Distant Origin Theory**. (*Starship Log: 'Distant Origins'* [VOY]) **SEE FILES 18, 71**

Voal An **Iyaaran** being who was capable of assuming various forms. He initially appeared to **Captain Jean-Luc Picard** as the pilot of a ship assigned to convey him to the Iyaaran homeworld, but when the vessel crashed he transformed into a human woman named **Anna**. Voal's true intentions, as an Iyaaran ambassador, were to learn about the alien concept of love. (*Starship Log: 'Liaisons'* [TNG]) **SEE FILES 18, 40, 69**



◀ **Voal, an Iyaaran ambassador, transformed into a human woman named Anna and tried to seduce Captain Jean-Luc Picard.**

Voyager VI An automated probe sent from Earth in the latter part of the 20th century. It fell into a black hole and emerged in the vicinity of intelligent machines. They transformed it into the threat to Earth known as **V'Ger**. (*Starship Log: 'Star Trek: The Motion Picture'*) **SEE FILES 42, 72**

Voyager NCC-74656, U.S.S. This *Intrepid*-class **Federation** starship comprised 15 decks with a gross weight of 700000 tons, and was crewed by close to 150 **Starfleet** officers. The ship was also capable of landing on a planet's surface and then re-launching into space. Under the command of **Captain Kathryn Janeway** in 2371, *Voyager* was abducted to the **Delta Quadrant** by a being known as the **Caretaker**. Stranded 70000 light years from Federation space, *Voyager* lost contact with Starfleet until 2374, but the crew still searched for a way home.



(*Starship Log: 'Caretaker'* [VOY]) **SEE FILES 29, 71**

◀ **On its maiden voyage, the U.S.S. VOYAGER NCC-74656 was transplanted from the Alpha Quadrant to the distant Delta Quadrant by a member of the Nacene race.**

Vrax A place liberated by the **Klingon** warrior, **Rurik the Damned**. In 2373, **Gowron** toasted Rurik the Damned's statue in the **Hall of Warriors**, and recalled the liberation of Vrax. (*Starship Log: 'Apocalypse Rising'* [DS9]) **SEE FILE 70**